ATLUS™

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EmuMovies

NES-WE-USA

Wacky Races™

®

HOW TO PLAY THE GAME

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Do not use a front or rear projection television with our Nintendo Entertainment System (NES) and NES games. Your projection television screen may be permanently damaged if video with still or fixed images or patterns are played on your projection television. Similar damage may occur if you play a video game on hold or pause. If you use your projector television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

PRECAUTIONS

Always make sure the power is off when inserting or removing the game pak from your system. This is a highly sensitive game pak. Avoid subjecting it to extreme temperatures or shocks. Store at room temperature. Never attempt to disassemble it.
Do not touch the terminal connectors or get them wet or dirty, as they may be damaged. Never insert your fingers or any metal objects into the terminal leads.
Use of thinners, solvents, benzene, alcohol and other cleaning agents can damage the game pak.

ADVISORY

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television images or playing certain video games. Players who have not had any previous seizures may nonetheless have an undiagnosed epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

CONGRATULATIONS

on your purchase of WACKY RACES for your NINTENDO ENTERTAINMENT SYSTEM. We suggest you read this instruction booklet completely to learn the game.

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Muttley Takes Charge!

As we join the dashing duo today, Dick Dastardly and Muttley are once again preparing to join in the world-famous Wacky Races. In the recent past, our panting pair of heroes challenged this race course and lost painfully. It was pure pandemonium. Dick Dastardly and his daring deeds usually land Muttley in more trouble than one dog can dig his way out of. So he's decided to take charge. Yes, this flea-fearing friend of man is going to do whatever he can to get his bumbling buddy through the race in one piece — and as a winner! But does this brave example of canine cunning know exactly what he's getting himself into? The Wacky Race has three courses, and in each course are several stages. Muttley must manage to rescue Dastardly at the end of every stage, with only his bite, his brains, and a few secret weapons for help. And that's not even mentioning the many mighty mean bosses awaiting our hero on each stage! Pull up a seat, folks, and hold on to your hats!

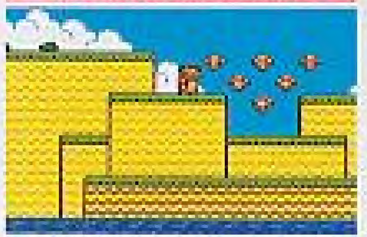
Choose a Course!

The three courses are A, B, and C, with A being the best for beginners, and C a true test of toughness. Our hero will get farther if he starts with A to learn the rules of the road. Then he will be ready to race right through difficult courses.

COURSE A

In course A, we see our hero Muttley practicing his daring deeds and studying the road.

COURSE B



When Muttley advances onward to course B, things get sticky. Now he must build up many lives.

COURSE C

Muttley will face the most fierce foes of all in this course. Is he ready and able?

The Controller

Muttley will need to think fast on his paws, and make many tricky moves, so you'll be using every one of the controls.

Control Pad

Use the Control Pad to move Muttley left or right, and to make him head down or dodge when necessary.

A Button

Like most pups, Muttley can jump pretty high when he really hasto. Just press A and he'll take a leap.

Select Button

It appears that the mighty Muttley is fully prepared to use several kinds of secret weapons. The daring dog will show no mercy to Dastardly's foes. Press this button to get things from the items window.

Start Button

On your mark, get set, go! Start! And they're off! To send Muttley on his way, press Start. Or to give a panted pooch a rest during the game, push Start to pause the action.

B Button

Pushing B sends bald Muttley into attack mode. If no weapon is selected, he can bite fiercely. And if a weapon is chosen, B lets Muttley use it.

On the Screen

Enemy

Muttley and dandy Dick Dastardly have a lot of enemies in this race. Here's one of the worst!

Diamond

Muttley keeps track of how many diamonds he collects. Each 100 will get him another life.

Muttleys

These little images of Muttley let you keep track of how many lives our racing hero has.

Items Window

When Muttley picks up a bone, this window will show the items that can be or already have been selected for use.

Time

This clock shows how much time Muttley has.

Muttley

Hero for the day.

Hearts

This meter shows how many more hits the racing dog can stand.

Item

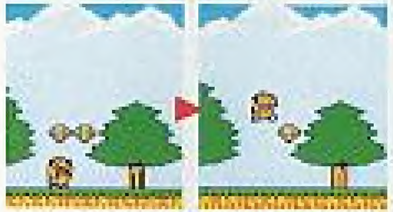
As he races along his way, in true canine fashion, Muttley should stop and pick up items.

Rev-Up Items

The race really heats up whenever Muttley sinks his teeth into one of the items shown here. These things rev him right up by giving him some special ability.

DIAMOND

Muttley goes for diamonds because 100 of them will give him an extra life.



To get these beautiful diamonds, Muttley charges underneath them, and makes a graceful upward leap.

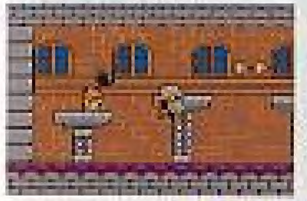
BONE

Late the other night, Muttley snuck onto the courses and hid many items disguised in these bones. Now when he grabs hold of a bone, he will find a cannonball, sonic bark, an extra energy, or even wings.

Muttley gets hold of bones in the same delicate manner he uses to grab diamonds. A quick dash beneath the bone, a powerful upward leap, and CHOMP! the bone is his.

BOMB

The bomb with a red arrow over it is a mighty Muttley weapon.



With the bomb, Dick Dastardly's friend and helper can fire real cannonballs at their foul enemies.

SONIC BARK

All the world knows about the strength of Muttley's fierce bite.

But with SONIC BARK, he becomes a fearsome foe to all those who stand in his way — slowly, yet surely chomping onward.

WING

Muttley can stay in the air longer when he jumps if he finds and uses wings.

Push A twice and hold it down the second time so that this rescuer of helpless heroes can go flying.

HEARTS

Select the heart when an arrow is above it to get extra energy.

Simply wait until the red arrow appears above Muttley's hearts, and then choose them from the items window.

Running the Race

COURSE A

START HERE

In preparation for his great adventure, Muttley should choose course A to warm up. He can practice his leaps, ducks, and aim. He can also learn about where Dick Dastardly is, and how to rescue him.

CASTLE

Muttley should plow on through the castle grounds to challenge Big Gruesome in the Creepy Coupe.

DESERT

One of Muttley's desert tricks is to keep jumping if he falls into the quick sand. Sergeant Blast and his Army Surplus Special Await.

FOREST

The gorillas and monkeys who live here are quite dangerous. And even if our hero survives the jungle, he still has to face Rufus Ruffcut in the Buzz Wagon.

COURSE B

ISLAND

On the island, Muttley needs to keep a sharp lookout for shooting natives and collapsed bridges.

CAKE LAND

Muttley must keep his wings handy on this course, or else he'll never make it over some of the long jumps.

START HERE

Course B is where Muttley will have the chance to test his speed and agility. He also should try to sniff out and collect all the diamonds and bones he can.

OCEAN

Fortunately for our racing team, Muttley has been working on his dog paddle. To stay afloat, send him forward with the Control Pad.

COURSE C

START HERE

To get through C, Muttley will have to use all the experience he's earned till now.

ICE VILLAGE

Muttley may go sliding right into deep trouble if he doesn't watch out for foes and green beans.

DOWNTOWN

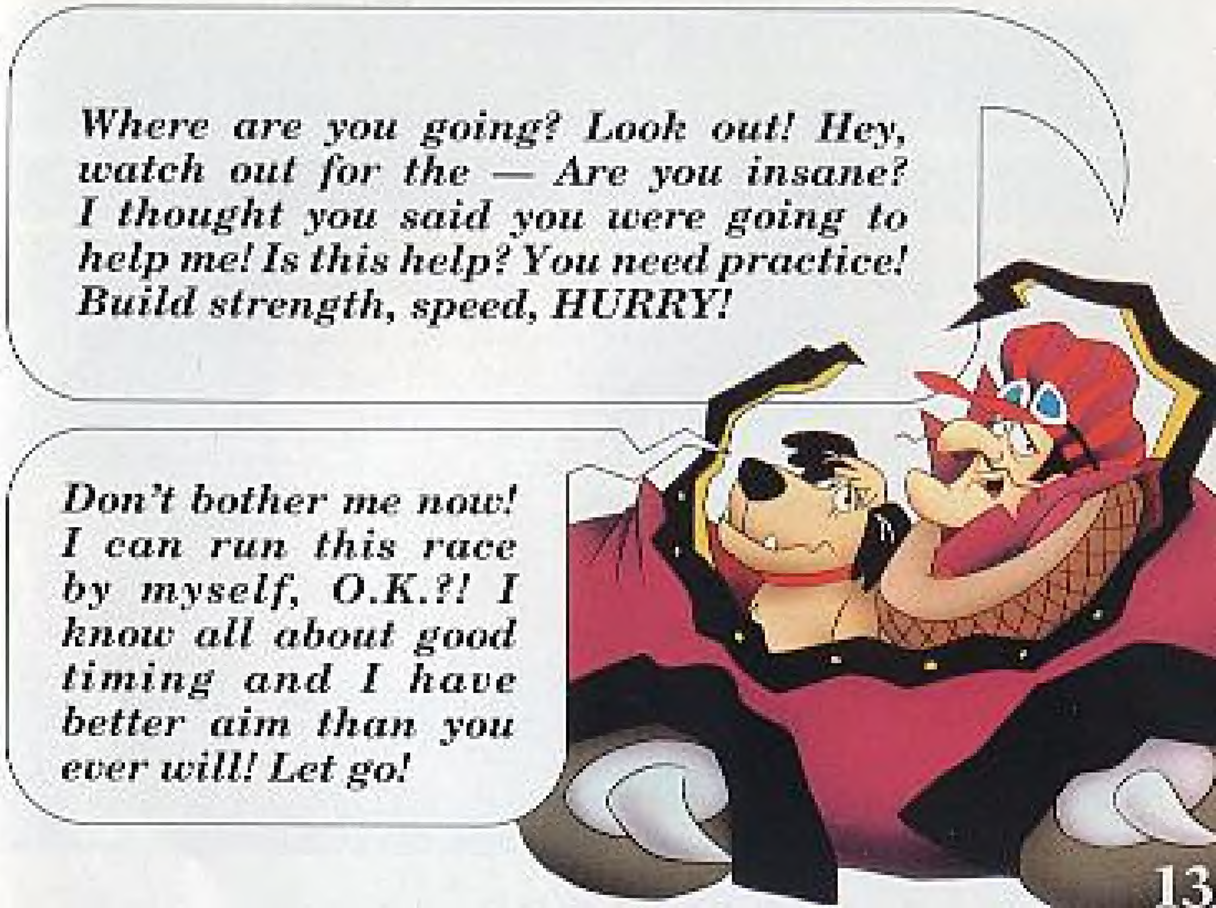
Our charging chum will face big jumps both at day and at night — plus an ugly Muttley clone chasing him.

WESTERN TOWN

Well, partner, Muttley's gotta keep a keen eye peeled for Lazy Luke an' his gang.

THE MOUNTAIN

Heads up! The rolling stones and jumping rocks move fast, so Muttley has to be ready to zoom off.



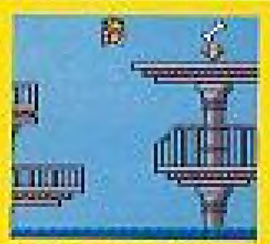
Helpful Hints

THE ICE VILLAGE

In the Ice Village, Muttley needs to slow down and plan ahead. It is very slippery here and it's easy to slide off a cliff or into an enemy.

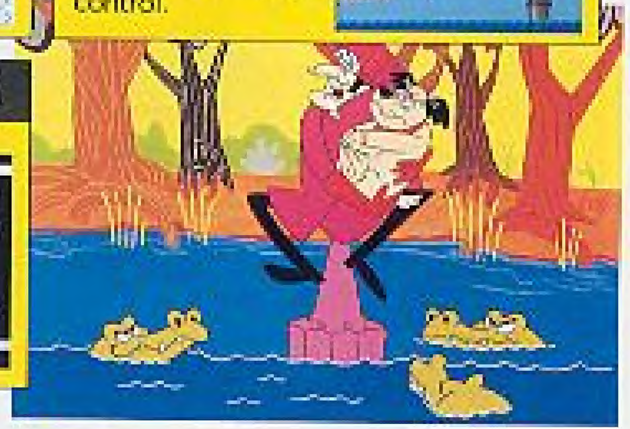
JUDGING DISTANCE

This race is full of many long and tricky jumps. But Muttley looks before he leaps, and uses his wings for more control.



COLLECT DIAMONDS

Muttley's greed is rather useful in this game. For every 100 diamonds Muttley collects, he will get a one up.



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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits

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